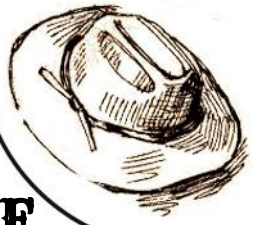
C.O.L.T.
WESTERN LARP

Chronicles of Lone Town

EVENT GUIDE

8 • 9 • 10 May, 2026



WELCOME TO THE EVENT GUIDE OF CHRONICLES OF LONE TOWN

"THE ECSTASY OF GOLD"

In this guide, you will find useful tips on how to approach our Live event, where to sleep, how to eat, and generally how to make the most of your Old West experience.

The Live event will take place on **May** 8-9-10, 2026 at **Meatfield Town in Aprilia (LT)**.

PREPARING FOR THE LIVE EVENT

PERSONAL BACKGROUND AND PREVIOUS EVENTS

Before the Live, you will receive an email containing a summary of the current situation in the town and a list of the main NPCs played by the Staff, who will be your point of reference if needed.

You will also receive details about any relationships with other PCs shortly before the Live via email.

COSTUMES

Creating your costume is the responsibility of each player. Please fill out the **Costume Form** or send photos of your complete costume by April 12, 2026 to:

checkcostume@spaghettilarp.com

If you don't send photos, the Staff may ask you to remove certain costume elements on the day of the Live. You can find a guide on how to complete your costume on **our website**.

HOW TO GET THERE

The location is at Via Pantanelle 104, Campo di Carne (Aprilia, LT).

Enter the exact address in Google Maps or search for **"Meatfield Town"** on Waze to reach it.

Note: Google Maps may stop you a few meters early—continue until you see the **MEATFIELD TOWN** sign.

If you have any issues, contact the staff at +39 351 8938578.

PARKING

A designated parking area will be available and clearly marked with signs.

REGISTRATION

Players must register upon arrival, bringing their ticket with **QR code** (on smartphone or printed).

The Registration Desk will be inside the play area (Sheriff's Office) and open on Friday from 12:00 to 16:00 pm.

Each player will receive earplugs and any character-related items (details via email).

New players will receive 10 COLT dollars, while returning players will receive their in-game earnings.

Time In: 17:00

Late Arrival: A check-in point will be available at the city entrance after the event starts.

If you expect to arrive late, you must notify the staff at +39 351 8938578, indicating your expected arrival time.

SMOKING RULES

The town is made entirely of wood and contains flammable materials. Throwing cigarette butts on the ground is strictly forbidden.

Smokers must use portable ashtrays or provided ashtrays.

MEALS

The Saloon will be open for the entire duration of the event. Food, water, snacks, coffee, breakfast, and alcoholic beverages will be available.

Prices and full menu will be published shortly before the event. The Saloon food & beverage is not included in the ticket price and must be paid separately.

If you purchased the food add-on, lunch and dinner are included and will be delivered to you at mealtimes.

For food intolerances or special dietary needs, contact **info@spaghettilarp.com** by April 20, 2026.

HORSES

Horses may be present during the event:

- Do not shout, make aggressive gestures, or shoot near the horses
- Do not touch the horses
- Maintain at least 2 meters distance

WHERE TO SLEEP

Players may camp in a designated off-game tent area. Notify by April 20 via email.

Nearby accommodations include:

- Hotel Villa dei Butteri
- Isola Verde Camping Village
- B&B La villetta rossa
- B&B Peonia Rooms
- Agriturismo Torre Cristina

For questions, contact the accommodations directly (they are not affiliated with Spaghetti Larp).

BATHROOMS & SERVICES

The location has 24/7 restrooms, also available for campers.

BLANK-FIRING WEAPONS

Blank-firing weapons are allowed only with Staff approval.

Training will be available on Friday morning (May 8) until one hour before Time In.

Using such weapons without approval will result in severe penalties, including removal from the event.

All players will receive earplugs for use during gunfights.

IN-GAME CURRENCY

To avoid excessive complexity and the use of metal coins, COLT's only currency is the paper dollar. We're fully aware that a dollar back then had a completely different value than it does today, but we've decided to apply this abstraction to simplify the game. Consider 1 COLT dollar roughly equivalent to €5 in modern times.

Here are some costs to help you get into the game:

EXAMPLE PRICES

DAILY LIFE

Beer: $1

Hot meal: $2-3

Night at the inn: $5-10

Telegram: $1-5

EQUIPMENT

Pistol: $20-50

Rifle: $50-100

Ammunition: $2-5

WORK & REWARDS

Daily wage:

$2-5

Bounty:

$50-500

BRIBERY

Small bribe: $10-20

Significant bribe: $50-100

TRANSPORT

Stagecoach:

$10-20

Train travel:

$20-50

ANIMALS & PROPERTY

Horse:

Basic: $50

Good: $80-120

Excellent: $150

House:

Shack: $500

Standard house: $1000-1500

Important building (e.g. saloon): $2000+

TIMELINE

Friday, May 8

10:00 Registration opens

17:00 Time In

21:00 (approx.) Dinner

01:00 (approx.) Evening Time Out

Saturday, May 9

09:00 Time In

21:00 (approx.) Dinner

01:00 (approx.) Evening Time Out

Sunday, May 10

09:00 Time In

13:00 (approx.) Final Time Out

CODE OF CONDUCT

Drink alcohol responsibly–excess may lead to removal from the event.

Dispose of trash in designated bins.

Maintain appropriate behavior and avoid disruptive scenes.

Contact Staff for any issues or questions.

Have fun–and try to stay alive during the harsh events of COLT!

COLT.SPAGHETTILARP.COM
info@spaghettilarp.com